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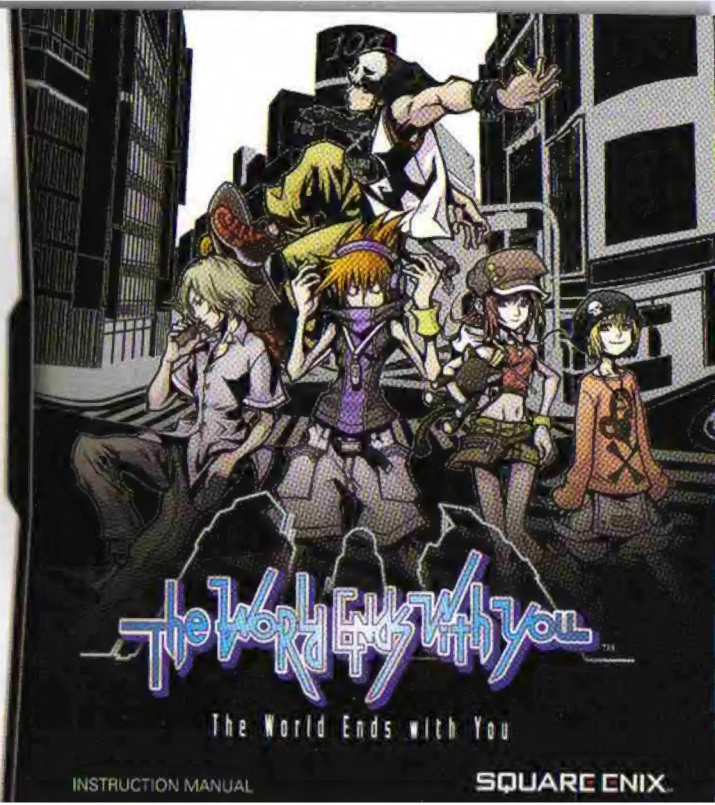
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NINTENDO DS™



The World Ends with You

The World Ends with You

INSTRUCTION MANUAL

SQUARE ENIX.

PRINTED IN U.S.A.

EmuMovies

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

REV-E

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



Wireless DS
Multi-Card
Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

▲ CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.



LICENSED BY



Rev-E

During wireless game play, if communication seems to be affected by other electronic devices, move to another location or turn off the interfering device. You may need to reset the power on the Nintendo DS and start the game again.

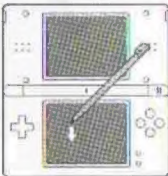
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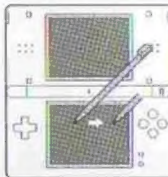
TOUCH

"Touching" is the term used to describe lightly touching the Touch Screen.



SLIDE

"Sliding" is the term used to describe keeping light contact on the Touch Screen as you track across it.



TOUCH SCREEN PRECAUTIONS

- Only the Nintendo DS stylus and other special implements specified in the game should be used on the Touch Screen.
- Use of a damaged stylus or other damaged implement should be avoided.
- Pushing or rubbing the Touch Screen with excessive force should be avoided.
- Fingernails should not be used on the Touch Screen.
- Please do not rub the upper screen with the stylus or any other implement.
- Keep objects such as sand, crumbs, food and liquids away from the Touch Screen.
- When using a protective sheet, be sure to read the instructions included with the sheet to avoid damaging the screen or creating air bubbles.

CONTENTS

STORY & CHARACTERS	6
GAME OVERVIEW	8
GETTING STARTED	9
ADVANCING THROUGH SHIBUYA	10
FIELD CONTROLS	12
COMBAT CONTROLS	14
FIELD GUIDE	16
COMBAT GUIDE	20
MENU GUIDE	32
USING DS WIRELESS COMMUNICATIONS	42
SHOPPING	44
TREND SYSTEM	45
Q & A	45

STORY & CHARACTERS

SHIBUYA, TOKYO.

A boy comes to in an intersection awash with people—alone, unaware of how he got there.

Then, he receives a message:

**Clear this mission...
or face erasure.**

And with that, Neku is thrust into a life-or-death Game that sends him scrambling down streets paved with one riddle after another...

NEKU

Neku Sakuraba

At fifteen, Neku is an ardent fan of graffiti, but far less enthusiastic about forging relationships with other people. When the Reapers' Game throws him into contact with other Players, he has two choices: open up...or get picked off.



SHIKI

Shiki Misaki

Fashionable and fabulous at fifteen, Shiki knows clothes. While she puts on a cheerful face to lend Neku some much-needed moral support, deep down she harbors a secret... She never parts with her homemade stuffed animal, Mr. Mew; to survive, Neku can never part with her.



JOSHUA

Yoshiya Kiryu

It's quickly evident Joshua is clever beyond his fifteen years—as sly as they come. Unfortunately, his insufferably snotty attitude only serves to widen the gulf between him and Neku...but his knowledge, especially about the Game, does earn him some points.

BEAT

Daisukenojo Bito

Hot-blooded and hard-headed, Beat is the polar opposite of Neku—even if they are the same age. Still, despite his emotional outbursts, he has a big heart. He's always ready to throw down and ollie into combat on his board, with Rhyne right there beside him.

RHYME

Rhyme's earnest and hard-working attitude proves a big help to Neku and Shiki early on, as well as to her partner, Beat. She has an addiction to adages and no shortage of smiles, and without her, the others would be lost.



THE REAPERS

This mysterious organization runs the Game and issues missions to the Players...but for what purpose? Its members serve various functions, from the Harriers who hunt Players down to the officers who command them.



NOISE

These monsters are called into being by the Reapers, and inhabit parallel worlds.

GAME OVERVIEW

The World Ends with You is an "Action RPG" set in the streets of Shibuya. Clear the Reapers' missions and help Neku survive the Game for seven days.

PINS WILL KEEP YOU ALIVE!

The pins in Neku's possession are the key to solving puzzles and fighting battles. In the field, you'll use a special pin to scan. In combat, you'll use psych pins—over 300 varieties!

Scanning Pin

While in the field, touch the Player Pin in the lower-right corner of the bottom screen to open up a blue scan circle. Within this circle, you will see fragments of people's thoughts and Noise symbols. (See p. 17.)



Psych Pins

These are the pins displayed during combat. Each pin has a touch command assigned to it that triggers a unique ability called a psych. You can wear any array of pins you like by building decks. (See p. 38 for more on decks.)



Stride-Cross Battle System

This is the name for *WEWY*'s unique dual-screen combat system. Neku fights on the bottom screen, his partner up on the top screen. The controls for each screen are different: use the stylus to attack on the bottom screen; use the +Control Pad (or the A B X Y Buttons) to attack on the top screen.

Sound confusing? Don't worry; the game will ease you into the experience. Soon you'll be waging thrilling battles, unlike those in any other RPG. (See p. 20 onward for more on combat.)

Or the A B X Y Buttons!



GETTING STARTED

STARTING THE GAME

- 1 Make sure the Nintendo DS is turned OFF before inserting the *The World Ends with You* Game Card. Once the Game Card has been firmly inserted, turn power ON.
- 2 The screen to the right will appear. After reading the information, touch the Touch Screen to proceed.
- 3 To begin play, touch the *The World Ends with You* panel on the DS Menu Screen or press the **A Button**.

✦ This step is unnecessary if your Nintendo DS is set to Auto Mode. Please consult the Nintendo DS hardware manual for further details.

WARNINGS - HEALTH AND SAFETY

BEFORE PLAYING, READ THE HEALTH AND SAFETY PRECAUTIONS BOOKLET FOR IMPORTANT INFORMATION ABOUT YOUR HEALTH AND SAFETY. FOR BEST AND SAFEST COPY, FOR YOUR PROTECTION, GO ONLINE AT www.nintendo.com/ndsafety



Title Screen

NEW GAME Start the game from the beginning.

CONTINUE Load saved data and pick up the game where you left off.

Saving

Press **START** while in the field to open the Phone Menu, then touch the panel marked Save. (See p. 41.)

Game Over

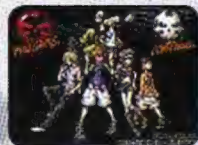
If the HP Neku and his partner share reach zero, it's Game Over.

Retry Attempt the current battle again from the beginning. (You need a special item for this option to appear.)

Retry on Easy Set the combat difficulty to Easy and attempt the current battle again from the beginning.

Escape Exit the battle and return to where you were in the field.

Exit to Title Screen Return to the Title Screen, where you can continue from the last point you saved.



TYPICAL MISSION FLOW

The Reapers issue one mission per day.

Example: Reach XXXX. You have 60 minutes.

1

Move toward your goal.



2



You may come across invisible walls that impede your progress.

3

Talk to the man in the red hoodie, who will reveal the conditions for getting past the wall. Example: Scan and erase all the Noise in this area.



4



Meet the conditions. In this example, use scanning to hunt down Noise symbols. (See p. 17.)

5

Defeat the Noise in combat.



6

After these conditions are met, the Reaper will clear the wall and you can proceed to the next area.

FIELD & MENU CONTROLS

You move around the field on the bottom screen.

Touch Screen

- ◆ Move Neku
- ◆ Select items displayed on screen
- ◆ Advance dialogue during cutscenes
- ◆ Make/confirm selections (in menus)

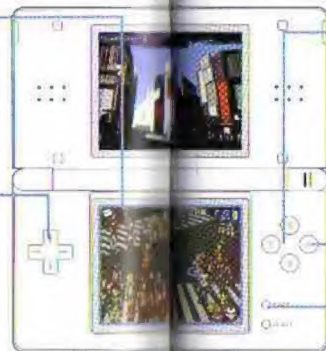
+Control Pad

- ◆ Move Neku
- ◆ Advance dialogue during cutscenes
- ◆ Make selections (in menus)

Using the Stylus to Move in the Field

Touch the position you want Neku to move to.

- ✦ These controls differ from those used to move Neku during combat.



B X Y Buttons

- ◆ Move Neku
- ◆ Make selections (in menus)

A Button

- ◆ Move Neku
- ◆ Make selections (in menus)
- ◆ Advance dialogue during cutscenes

START

- ◆ Open the Phone Menu

Navigating the Map

Move Neku to a jump marker on the map and he will proceed to the adjoining area.



- ✦ The controls in this manual are based on the Nintendo DS Lite.
- ✦ Closing the system while the power is ON will activate Sleep Mode, extending the life of the battery. Open the system again to deactivate Sleep Mode and resume play.

COMBAT CONTROLS

During combat, use the **+Control Pad** (for A B X Y Buttons) to control the top screen, and the stylus to control the bottom screen.

Touch Screen

- ♦ (Bottom Screen) Move Neku ♦ (Bottom Screen) Use psychs

+Control Pad Up

- ♦ (Top Screen) Jump ♦ (Top Screen) Navigate through the combo map

+Control Pad Left

- ♦ (Top Screen) Display the combo map
- ♦ (Top Screen) Navigate through the combo map

+Control Pad Down

- ♦ (Top Screen) Navigate through the combo map ♦ (Top Screen) Block

+Control Pad Right

- ♦ (Top Screen) Display the combo map
- ♦ (Top Screen) Navigate through the combo map

Using the Stylus to Move During Combat

Touch some part of Neku's body, then slide the stylus to where you want him to go.

- ✦ These controls differ from those used to move Neku in the field.



Escaping from Combat

Press **START** to pause the game during combat, and a panel that says "Gotta bounce!" will appear. Select this to immediately exit the battle.

NOTE: Some battles cannot be escaped.



L and R Buttons

- ♦ Hold down to access pins assigned to sub-slots

X Button

- ♦ (Same as +Control Pad up)

A Button

- ♦ (Same as +Control Pad right)

B Button

- ♦ (Same as +Control Pad down)

Y Button

- ♦ (Same as +Control Pad left)

START

- ♦ Pause / Display escape panel

Changing Your Pin Layout

While combat is paused, you can slide your pins around into any layout you want. (Press **SELECT** to reset the layout.)



Auto-Play on the Top Screen

If you have auto-play turned on (it's turned on by default) and stop controlling the top screen for a moment, your partner will take over and attack the enemy automatically. Let them watch your back until you get used to the controls!



FIELD SCREEN LAYOUT

Vital NPCs

Characters crucial to the advancement of the story.

NPCs

Normal passersby.

Movement marker

Appears at the destination you touched when moving Neku.

Neku (You)

The character you control.



Indicators

Icons that inform you of your present situation.

Partner

The character currently teamed up with Neku.

Scanning pin

Aka the Player Pin.
Touch it to scan the area.
(See p. 17.)

Pig indicator

Lights up when a Pig Noise symbol is in the area.

Mail indicator

Lights up when you have unread mail.

Info indicator

Lights up when information is available on the Phone Menu.



Reception indicator

The number of Noise in the current area.
Less bars = more Noise.

Battery indicator

Select "**Gotta bounce!**" to escape battle and the battery will drain one bar. Win a battle to recharge it one bar.

Current time

The current time in real life.

Phone (menu button)

Touch this to open the Phone Menu. (You need a special item to use it.)

IN THE FIELD: CUTSCENES & SCANNING

CUTSCENES

Press the **A Button**, the **+Control Pad**, or touch the bottom screen to advance through the dialogue.

SCANNING

While in the field, touch the Player Pin in the lower-right corner of the bottom screen to open up a blue scan circle. While the circle is open, you will be able to see Noise symbols and read people's thoughts. Touch the Player Pin again to end scanning.



Thought Fragment

Touch one of these to read more about it on the top screen.



Noise symbol

Touch one of these to start a battle.

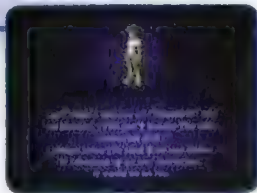
Player Pin

Touch this to scan the area.

IN THE FIELD: READING THOUGHTS & FIGHTING NOISE

READING THOUGHTS

Touch the Player Pin. Once the scan circle has opened, you will see short fragments of people's thoughts on the bottom screen. Touch a fragment to view the complete thought on the top screen. Sometimes people's thoughts contain memes or hints on how to proceed. (See p. 19 for more on memes.)



FIGHTING NOISE

Touch the Player Pin. Once the scan circle has opened, you will see Noise symbols drifting around the bottom screen. Touch one to engage the Noise in combat.

✦ You don't need to defeat all the Noise unless the mission requires it.



IN THE FIELD: CHAIN BATTLES & IMPRINTING

CHAIN BATTLES

After touching a Noise symbol to engage it in battle, touch or slide over additional Noise symbols to fight them consecutively in a chain battle. (You need a special item to enable chain battles.)

IMPRINTING

After collecting memes (key ideas and phrases), you can transmit them directly into some people's minds. Keep an eye out for special imprinting cutscenes.



COMBAT SCREEN LAYOUT

Touch the Noise symbols drifting around while you scan, and you will engage the Noise in combat. (Sometimes you will be forced into a battle after a cutscene.)



Fusion Stars (★)

Shiki's ESP Cards

Combo Map

Pins

Light Puck

Pin Power Multiplier

Fusion Level

Cursor

Shared HP

Fusion Pin

Prizes (Pin Drops)

TOP SCREEN

ESP Cards

The cards Shiki uses to unlock her Fusion (team attack).

Cursor

This points to the card you should try to guess next.

Fusion Stars (★)

Number of ★s collected / Number of ★s needed to increase Fusion level. You can earn more stars by guessing ESP cards correctly.

Fusion Level

Indicates how powerful a Fusion you can unleash.

Combo Map

Move through this map to attack enemies and navigate to the card corresponding to your guess. (See p. 27 for more on Shiki's ESP cards.)

BOTTOM SCREEN

Pins

The pins Neku is wearing in his current deck.

Fusion Pin

Appears after you collect enough Fusion ★s. Touch it to unleash a powerful team attack.

Prizes

Pins you earn for defeating enemies.



Pin Drops

Yen pins you can cash in for money, or psych pins you can use in combat. (Color varies depending on your combat difficulty setting.)

Pig Prizes

Special prizes you receive for defeating Big Noise.

BOTH SCREENS

Light Puck

Land a combo finisher with one character to pass this ball of light to the other character. Keep the rally going steadily and the power of your pins will increase accordingly. (See p. 31.)

Pin Power Multiplier

This increases as you continue to pass the puck back and forth.

Shared HP

Neku and his partner's shared HP (life energy).




✦ In this game, combatants on the top screen share HP with their counterparts on the bottom screen. If Neku dies, his partner dies; defeat an enemy on the top screen, and it will be erased on the bottom screen as well.

BOTTOM SCREEN COMBAT: NEKU

Neku attacks the Noise on the bottom screen using psych pins. Each pin has its own touch command, activated using the stylus. You can wear up to six pins into combat.



Pin Restrictions

Each pin has certain restrictions on its use, as well as a unique combo finisher.

	Gauge Type	The gauge drains as you use the pin. Once the gauge is empty, you need to wait for the pin to reboot before you can use it again.
	Finite Type	You can only use these pins the number of times displayed on the pin icon. (Resets after each battle or chain battle.)
	Support Type	These pins' effects remain active throughout the battle.

Pin Status

Each pin has certain restrictions on its use, as well as a unique combo finisher.

	Locked	This primarily occurs when you use up finite pins.
	Missing	Some enemies may temporarily make off with your pins.

Pin Gauge

Each gauge-type pin has a **boot** time: the length of time before you can first use the pin in combat. Some pins boot instantly; others require a little more time. Once you drain a pin's gauge through repeated or continued use, you'll have to wait for it to **reboot** before using it again. (Some pins will not reboot in the same battle.)

	Boot / Reboot	This icon shows the pin's boot progress.
---	----------------------	--

PSYCH PIN CONTROLS

Touch Psychs

Slash Psychs

Drag Psychs

Microphone Psychs

"Touch" / "Rapidly tap" / "Press"

"Slash" / "Slash vertically up" / "Slash vertically down"

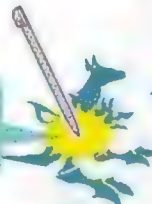
"Drag" / "Draw a circle" / "Scratch"

"Blow" / "Shout"

Touch Psychs

"Touch..."

Quickly touch the Touch Screen and lift.



"Rapidly tap..."

Repeatedly touch the Touch Screen in rapid succession.



"Press..."

Press and hold the stylus to a single point on the Touch Screen.



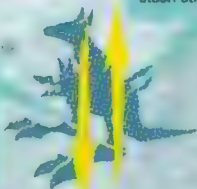
Slash Psychs

"Slash..." (any direction)

Quickly slide the stylus across the Touch Screen as if slashing with a blade. Be sure to lift the stylus right after you slash—that's the trick!

"Slash vertically down..."

These psychs only activate if you slash straight down.



"Slash vertically up..."

These psychs only activate if you slash straight up.

BOTTOM SCREEN COMBAT: NEKU (CONT.)

Touch Psychs

"Drag..."
Slide the stylus
around the Touch
Screen.

"Draw a circle..."
Slide the stylus to
draw a circle on
the Touch Screen.



"Scratch..."
Slide the stylus left and
right (or up and down) on
the Touch Screen.

Microphone Psychs

"Blow..."
Blow air into the
microphone.

"Shout..."
Speak or shout into
the microphone.

PSYCH TARGETS

Psychs may require you to interact with a specific target:

- ...Neku Perform the touch command on Neku.
- ...an enemy Perform the touch command on one of the enemies.
- ...an obstacle Perform the touch command on cars, signs, etc. scattered around the battlefield.
- ...empty space Perform the touch command on an unoccupied part of the Touch Screen.
- ...the pin Touch the pin icon.

When dragging, you need to **start** the drag on the target specified.

PIN PRIORITY AND SUB-SLOTS

When Neku is wearing more than one pin with the same touch command, the pins in lower-numbered slots of the deck will respond to the touch command first. (See pg. 38 for more on decks.)

ACTIVATED



Pin with the same
touch command.
(Will not activate.)



ACTIVATED

Used up.
(Rebooting.)

Pin with the same
touch command.
(Will not activate.)

If you want to use more than one pin with the same touch command in your deck, consider assigning some of them to sub-slots. You can assign pins to sub-slots from the Pins Menu. Touch a pin in your deck to select it, then press the **L Button** or **R Button** so it reads SUB.

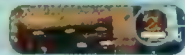
Pins assigned to sub-slots are displayed transparently during combat. Ordinarily they won't respond to touch commands. Hold down the **L** or **R Button**, however, and *only* the sub-slot pins will respond.

Sub-slots are entirely optional, but they provide an additional level of control over your psych pins

This pin is set
to a sub-slot.



Hold down the **L** or **R Button**.



...and it will respond
to its touch command.

TOP SCREEN COMBAT: BASICS

ALL ABOUT FUSION (TEAM ATTACK)

Use the **+Control Pad** (or **A B X Y Buttons**) to control your partner on the top screen. Each of Neku's partners uses cards of a different nature to earn ★s toward Fusion (a team attack), but the general controls for each are very similar.

① If enemies are to the left of your partner, press left on the **+Control Pad** (or the **Y Button**). If enemies are to their right, press right on the **+Control Pad** (or the **A Button**). This will open the combo map.

② Before the combo map disappears, locate the card you want, then follow the arrows and press **+Control Pad** (or the **A B X Y Buttons**) to navigate toward it. So, for example: in the image to the right, if you want to pick the card marked with a **+**, you'll need to press **← → →**, in that order.



→ Reach a card successfully, and your partner will execute a combo finisher that deals heavy damage to enemies.

③ Pick the right cards, and you will earn ★s (shown above the cards on the top screen). Collect enough ★s to gain a Fusion level, and an oversized pin will appear in the upper-right corner of the bottom screen. Touch this Fusion Pin to unleash a powerful team attack.

→ Wondering which card to pick? See p. 27-29 for character specific instructions.

After you use your Fusion, your ★s will be reset to zero. However, before using your Fusion, you can also collect more stars and boost its power to a higher level. (You need special items to unlock lv. 2 and lv. 3 Fusions.)

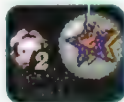
★s you've collected

★s needed for next fusion level



★s earned

Fusion level

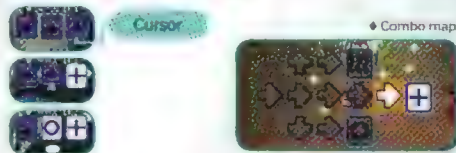


TOP SCREEN COMBAT: SHIKI

EARNING STARS WITH SHIKI

Three random ESP cards are shown face down on the top screen. Moving from right to left, guess each card's symbol to earn Fusion ★s. (See p. 26 for more about Fusion.)

① Pick a card on the combo map that matches the ESP card indicated by the cursor, and that card will be flipped over.



② Don't worry if you don't get a match!

If the card you picked is anywhere among the three cards, its position will be momentarily revealed. Remember where it was, so you can choose the right card once the cursor reaches that position!



③ Match a card on the first try, and a ★ mark will appear to its lower right. You receive two Fusion ★s for this. Match on the second try onward, and you receive one Fusion ★.

④ Collect enough ★s, and the Fusion pin will appear. Touch it to unleash Shiki and Neku's Fusion!



TOP SCREEN COMBAT: JOSHUA

EARNING STARS WITH JOSHUA

Five numbered cards are shown on the top screen. Moving from right to left, match values (ranging from zero to nine) to each card to earn Fusion ★s. (See p. 26 for more about Fusion.)

- Each numbered card is labeled with a symbol:
 - ◆ Pick a value greater than this number
 - ▬ Pick this number
 - ◆ Pick a value less than this number

Pick a card on the combo map whose value meets the conditions on the card indicated by the cursor.



Card you matched correctly

Cursor

- Match a card correctly, and a ★ mark will appear to its lower right. You receive one Fusion ★ for this. You don't receive any ★s for a mismatch.
- Collect enough ★s, and the Fusion pin will appear. Touch it to unleash Joshua and Neku's Fusion!



TOP SCREEN COMBAT: BEAT

EARNING STARS WITH BEAT

Line up playing cards of four different suits on the top screen, then trigger a card combo. Cards disappear and earn you Fusion ★s if two or more of the same suit fall in a row. Longer combos earn more ★s.

- When Beat is attacking from the ground, you can pick cards in sets of two at the end of his combo map. If you only need one card, press up on the **+Control Pad** (or the **X Button**) to jump and attack from the air.

Next card insertion point



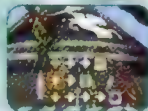
- The cards you pick are displayed in a row on the top screen. Keep an eye on the cursor to see where cards will be inserted next, and pick cards to set up a combo. (The card combo won't trigger just yet.) Beware the flames on both sides of the row of cards. They will gradually move toward the center of the screen; if you don't pick your next card(s) quickly enough, they will burn the cards you've amassed.
- Once you've lined up the cards the way you want them, pick the skull card from the map to execute the combo. Cards that won't trigger a combo simply disappear. Otherwise, for each set of matching adjacent cards, you'll receive one Fusion ★ before they disappear. If additional card pairings emerge, you can earn progressively more and more ★s.
- Collect enough ★s, and the Fusion pin will appear. Touch it to unleash Beat and Neku's Fusion!

◆ Ground attacks



Cards come in sets

◆ Air attacks



Add single cards

◆ Example combo



Skull card

COMBAT POINTERS

LEVELING UP

Earn enough EXP (experience points) during battle, and Neku will gain a level. Neku and his partner share the same level.

COMBAT RESULTS

On the Results Screen displayed after winning a battle, you can review your combat performance and find out how many PP (pin points) you earned. Depending on how you did during the fight, the PP will be multiplied to calculate the total amount you receive. Gaining PP will make your equipped pins stronger.

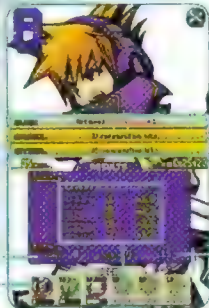
Overall rank

Maximum number
of hits

Overall rank

Deck

The pins Neku is wearing.



Pin drops

Pins you picked up during
the battle.

Info plates

These list various bonuses
you've received.

Time elapsed during
combat

Your total PP

BASE PP The number of PP you earned during this battle.
ROUNDS The number of chained battles you won.
TIME Rating based on how long you took to win.
DAMAGE Rating based on how much damage you took.
SPECIAL Appears if you received any special bonuses.



After your total PP have been calculated, they will be added to the pins in your deck (shown at the bottom of the bottom screen). The gauges below the pins will increase, and when one fills, that pin will level up and grow in power, number of uses, boot time, etc.

LEARN TO KEEP THAT PUCK GOING!

In **WEWY**'s battle system, the light puck serves as a general guide to which screen you should be focusing on. First, perform a combo finisher on either screen. This will send the light puck (a green orb of light) to the character on the opposite screen. Now, perform a combo finisher with that character to pass the light puck back to the first character.

Time your attacks well and keep the rally going, and your pins will steadily increase in power. The amount of that increase is determined by how fast you manage to pass the light puck, so keep it moving!

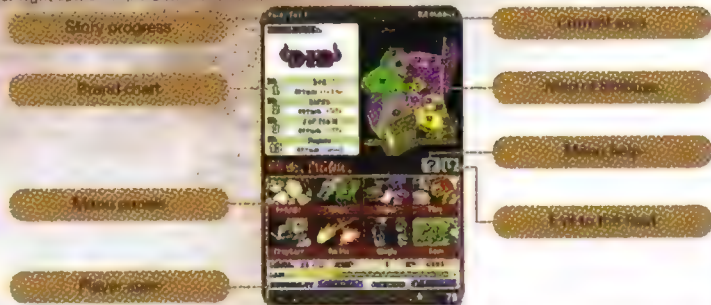
Try focusing on the character with the puck, and you'll be able to tear through battles more effectively.



THE PHONE MENU (BRAND CHART & PLAYER STATS)

Press **START** to open the Phone Menu.

(Once you have the right item, you can also open it by touching the phone icon in the upper-right corner of the bottom screen.)




Brand Chart

Lists the most popular (and least popular) brands in the current area, so you can keep an eye on the local trends. Wear the most popular brands' pins and items into combat and you'll receive a bonus; wear the brand at the bottom of the chart and you will be penalized. (See p. 45 for more on the trend system.)

Map of Shibuya

A map of the game world. Each area in Shibuya is color-coded and labeled to indicate which brand is hottest in that area.

Menu Help

On any of the game's menus, you can touch this  icon to access a mini-manual.

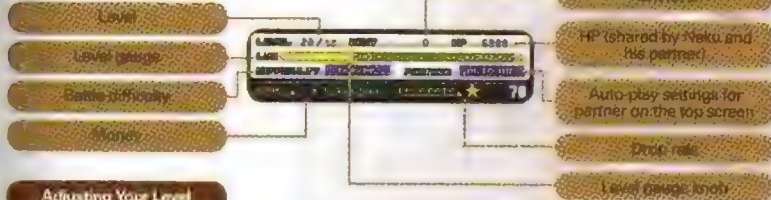
Exit to the Field

Closes the Phone Menu and returns to the field

Menu Panels

See the following pages for more information: Friends, p. 41; Noise, p. 34; Items, p. 35; Pins, p. 37; Chapters, p. 41; Tin Pin, p. 39; Mingle, p. 40; Save, p. 41.

Player Stats



Adjusting Your Level

You can change your level anytime you want from the Phone Menu. Simply slide the level gauge knob to a value between 1 and your maximum level. Lower your level to increase your drop rate, which determines how often enemies drop pins in combat.

Setting Battle Difficulty

If you've collected the right items, you can change the difficulty of combat at any time from the Phone Menu. There are four difficulties: **ULTIMATE**, **HARD**, **NORMAL** and **EASY**.

Auto-Play

You can customize how your partner on the top screen behaves when you're not controlling them. There are four settings:

MANUAL

Your partner will not act unless you control them.

AUTO: FAST

Your partner will take over as soon as you stop controlling them.

AUTO: MID

Your partner will take over if you stop controlling them for 3 seconds.

AUTO: SLOW

Your partner will take over if you stop controlling them for 6 seconds.

SUB-MENUS: THE NOISE REPORT

Here you can view information about the enemies you've faced and defeated.



Enemy Stats

HP: Life energy; ATK: Attack power; : Resistance to Pos psychs; : Resistance to Neg psychs; PP and EXP: The amount you receive for defeating the enemy.

⚡ Pos (positive) psychs are generally close-range attacks; Neg (negative) psychs are generally long-distance attacks.

List of Pin Drops

Displays the pins the enemy will drop when you defeat it, as well as how often. An enemy needs to drop the pin for each difficulty level before it will be added to the list; until then, it appears as ????. You can use the drop rate toggle switch on the bottom screen to switch between the default drop rates (shown in blue) and adjusted drop rates that factor in your level.

SUB-MENUS: ITEMS

Use the Items Menu to change your characters' equipment and eat food. Items can be loosely divided into three categories: threads (equipment), food, and swag (key items).



Information

NAME	The name of the item
BRAND	The item's brand.
BRV	The Bravery needed to wear the item.
ATK	The effect on your Attack.
DEF	The effect on your Defense.
HP	The effect on your HP.
INFO	A description of the item.
ABILITY	The item's ability. (See p. 44.)

Items Window

Shows the items you've collected and quantity of each. If you've learned the ability for the item, an "A" will appear in the lower-left corner of the item graphic.

SUB-MENU: ITEMS (CONT.)

CHARACTER STATS WINDOW



Threads

Slide an item you can wear from the items window up into one of the four slots to the right of the character's portrait. You can wear up to four items at once, but keep in mind that you can only wear one item of each category (headwear / tops / bottoms / top & bottom sets / footwear / accessories).

Anyone can wear whatever threads they like, as long as they're brave (BRV) enough.

Stats

HP	(LEFT) Base HP. (RIGHT) Increase/decrease from the character's threads.
BRV	The character's Bravery. Each item requires a certain value to wear.
ATK	Attack power. (LEFT): Base ATK. (RIGHT): Increase/decrease from the character's threads.
DEF	Defense. (LEFT) Base DEF. (RIGHT) Increase/decrease from the character's threads.
SYNC	Neku and his partner's sync rate. A higher value gives you an advantage in battle.

Food Items & Bytes

Slide a food item from the items window up into the food slot below a character's portrait to eat. Eating raises Neku and his partner's sync rate. Eating each item requires a certain number of bytes to digest. Right a round of battle to digest one byte, completely digest the food item to gain an additional stat boost for that character. You can only digest one food item at a time.

SUB-MENU: PINS

Here you can build **decks** with the psych pins you'd like to wear into combat.



NAME	The pin's name.
BRAND	The pin's brand.
LV	The pin's current / maximum level.
PSYCH	What the pin does in battle.
NEXT	PP needed for the pin to level up.
PP	The pin's combined growth gauge.
SPEC	How well the pin performs (its Attack or Recovery power, for example).
CLASS	The pin's class. (Class determines which pins can be used together in the same deck.)
LIMIT	Pin usage limitations.
VALUE	The amount the pin sells for.
BOOT	The time until you can use the pin in battle.
REBOOT	The time the pin takes to recharge in battle.
INFO 1 / INFO 2	Detailed information about the pin, its psych, and how it grows. (Touch the INFO tabs at the upper part of the bottom screen to flip between pages.)
TIN PIN	Information about how the pin performs in the Tin Pin Slammer mini-game.

Organize Pins

Touch the wrench for options on rearranging your pins.

SUB-MENU: PINS (CONT.)

ABOUT YOUR PINS

The Slot number the pin is set to

Pin level



Whammies

PP Gauge (pin experience)

When a pin reaches its maximum level (lv. ★), you will master it.

Decks

You can wear up to six pins into combat. You can prepare up to four decks (pin configurations) for different situations. To place a pin in your deck, simply slide it out of a pin folder and into a slot in the deck.

Sub-slot Icon

Touch a pin in your deck to select it, then press the **L Button** or **R Button** to assign it to a sub-slot. The word **SUB** will appear in the upper-right corner of the pin graphic. (See p. 25.)



Sub-slot Icon

If this reads **FIX**, it means the pin is "fixed" to both slots (you can't assign it to a sub-slot). Recovery pins and pins that grant abilities are generally fixed.

Pin Folders

Stockpile Folder

Contains pins you own which still have room to grow.

Mastered Folder

Contains pins you own that have reached their maximum level (lv. ★).

Trash Can / Cashing in Pins

Slide a pin onto the trash can icon to sell it. You can touch the trash can icon to place a ☒ in the check box. This allows you to bypass confirmation messages and speed the process up.

SUB-MENU: TIN PIN SLAMMER

See p. 40 for more information on DS Wireless Communications.

In **WEWY**, you can use DS Wireless Communications to take on your friends in the Tin Pin Slammer mini-game. This TV show and toy sensation is making a huge splash among the kids in Neku's Shribya. You can even play with the same pins you use for the main game!

What you'll need:

Nintendo DS or Nintendo DS Lite Systems _____ 1 per player

The World Ends with You Game Cards _____ 1 per player

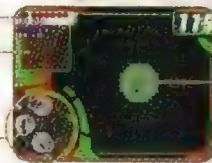


Touch the Tin Pin panel on the Phone Menu to launch the mini-game. First, one player needs to select "Host a Match." The other players should select "Join a Match" and then pick the name of the player hosting the match. Once all the players have joined, the host can press **START** to continue to the stage selection screen.

How many pins

How many pins

Whammies (special moves)



Time remaining

Map

Players use the pins in Neku's current deck as pieces. Slash across the screen to send your pin flying into opponents' pins and knock them off the map. Be the last one standing (or collect the most PP) to win!

You can also use the **+Control Pad** to unleash four different whammies (special moves). Each pin has a different number of whammies and other Tin Pin stats. Pins you use in multiplayer Tin Pin will receive PP based on how well you play.

Practice

Touch this panel in the lower-right corner of the Tin Pin Slammer Title Screen to practice one-on-one against the computer.

SUB-MENUS: MINGLING

By using DS Wireless Communications to mingle with other players, you can earn PP for each person you encounter. You will also exchange Friend Cards if the other person is playing *The World Ends with You*, but you can mingle with someone no matter what game they're playing, as long as their DS is communicating wirelessly.

The Mingle Menu

Touch the Mingle panel on the Phone Menu to open this menu.

Your game report

This details how deeply you've gotten into the game.

User icon

You can select one from the items window on the bottom screen.



Current threads and deck

Your current threads and deck.

Your info

The User Name and Message stored on your DS.

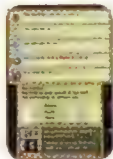
Use the Settings Panel when you start up your DS to change this User Information.

Start panel

Touch this panel to start mingling.

Screen Layout While Mingling

Use the mingle log on the top screen and information window on the bottom screen to keep tabs on your mingle status. You can adjust various mingle settings in the lower half of the bottom screen. End mingling to tally up the PP you've earned and save.



Mingle log

Information window

Mingle settings

SUB-MENUS: FRIENDS / CHAPTERS / SAVE

FRIENDS

WEWY players you encounter while mingling will be listed on the Friends Menu. Touch the Friends panel on the Phone Menu to open it. In addition to viewing friends' details, you can also buy items from their shop (which contains the pins and threads they were wearing).

View friends

Touch a friend to display their info on the top screen.



Shop panel

Touch this panel to enter your friend's shop.



CHAPTERS

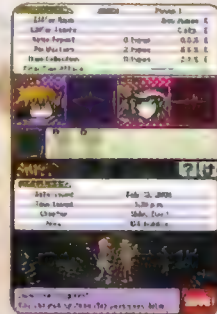
After beating the game, this panel will be added to the Phone Menu... Just something to look forward to!

SAVE

Touch the Save panel on the Phone Menu to proceed to the Save Menu.

Shutdown PP

The pins in your active deck can earn PP even while you're not playing the game! This is called Shutdown PP.



DS WIRELESS COMMUNICATIONS

What you'll need:



- Nintendo DS or Nintendo DS Lite Systems _____ 1 per player
The World Ends with You Game Cards _____ 1 per player





Instructions

- 1 For each Nintendo DS system, check that the power is turned OFF, and then insert the Game Card.
- 2 Turn each DS system's power ON. The DS Menu Screen will be displayed.
- 3 Touch the **The World Ends with You** panel.
- 4 During the game, Tin Pin (for Tin Pin Slammer) and Mingle (for mingling) panels will appear on the Phone Menu.
- 5 See the following pages for further instructions on using these features.
Tin Pin Slammer _____ p. 39
Mingling _____ p. 40

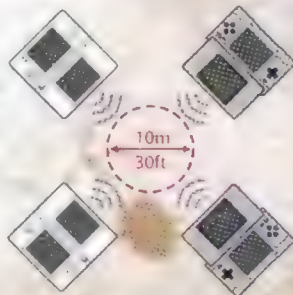
WIRELESS COMMUNICATION GUIDELINES

Please note the following points regarding wireless communications:

- ☐ The  displayed on the Nintendo DS Menu screen or the game menu is the Nintendo DS Wireless Icon. Choosing a menu option with a Nintendo DS Wireless Icon activates the wireless communications mode. Never activate this mode in areas where wireless communications are prohibited (such as on airplanes, in hospitals, on trains or on buses).
- ☐ The  displayed on screen while wireless communications are in operation indicates the signal strength of the wireless signal. The icon has four modes depending on the signal strength, as shown below. The stronger the signal is, the more stable the wireless communications will be.

				
No. of Bars	0	1	2	3
Strength	Weaker ← → Stronger			

When the wireless communications mode is active, the power light will flash at a different speed.

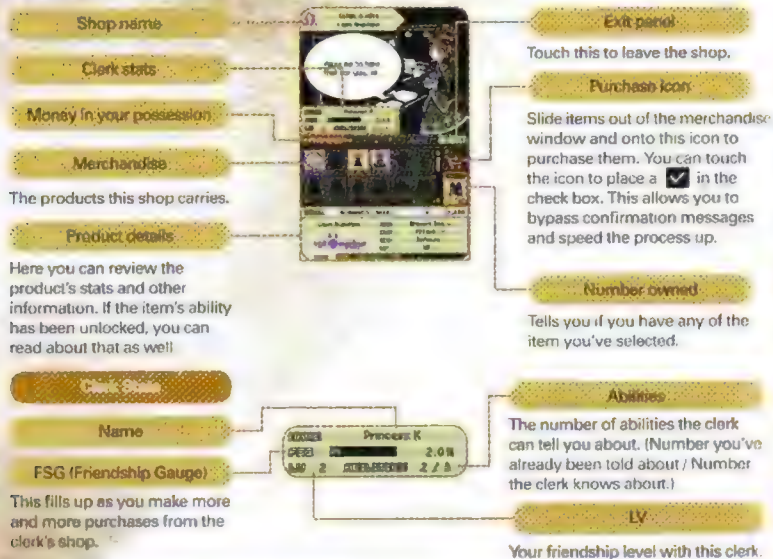


- ☐ For the best wireless communications performance, please note the following:
 - All Nintendo DS systems should be within 30 feet of each other, or at a distance where the signal strength icon shows two or more bars.
 - The Nintendo DS systems should face each other as directly as possible.
 - Avoid having people or other obstructions between the Nintendo DS systems.
 - Avoid interference from other devices. If communication seems to be affected by other devices (wireless LAN, microwave ovens, cordless devices, computers), move to another location or turn off the interfering device.

SHOPPING

You can go shopping by visiting the department stores and boutiques scattered around Shibuya. Shops carry everything from pins to threads to food items to swag. Some shops specialize in one type of product; others carry an assortment.

Do enough shopping at a particular store, and you may grow on the salesperson or clerk working there. Clerks you're friendly with will unlock new abilities for your items or offer special items for sale. You can't use item abilities unless a clerk unlocks them first!



TREND SYSTEM / Q & A

THE TREND SYSTEM

A number of brands exist throughout Shibuya, meaning many of the pins and items you acquire throughout the game will be branded. The trends in each area, which determine how popular each brand is, can heavily affect combat. You can check out the local trends on the top screen of the Phone Menu.

How Trends Affect Combat

If Neku wears popular brands into battle, those pins' Attack will receive a boost. However, if he wears the most unpopular brand, those pins' Attack will be greatly reduced. Stay abreast of the trends and you'll have a huge advantage in combat.

How You Can Affect the Trends

Why be a slave of fashion? If you wear pins and threads of an unpopular brand into battle and win, you can alter the brand chart and make that brand more popular.

Q & A

IN THE FIELD

Q A wall is blocking my way. How do I move on?

A You may need to fulfill certain requirements to get the wall removed. (See p. 10.) (Walls with no Reaper by them can't be removed.)

Q Do I need to fight every enemy?

A Not unless the mission asks you to. Even then, most missions will require you to defeat a certain number of Noise symbols, not all the Noise in the area. Other than that, battles are an optional way to raise your level or collect new pins.

COMBAT: BASICS

Q Which screen should I be paying more attention to?

A For the smoothest experience, try following the light puck (the green orb of light) and focusing on the character who's holding it. (See p. 31.) That said, there's nothing wrong with focusing your attention on one screen or the other. Just keep in mind some boss fights may require you to use the top screen.

O & A (CONT.)

COMBAT: PINS

Q Why don't I see any pins when I start a battle?

A You can't use pins in combat unless you wait them. Open the Phone Menu, then choose Pins. To wear a pin, slide it into a slot in your deck.

Q Why don't the pins in my deck work?

A (1) Is the pin you want to use finished booting/rebooting? (See p. 22.)
(2) Are you wearing two pins with the same touch command? If so, pins in lower-numbered slots of your deck will activate first. (See p. 25.)
(3) Is the pin set to a sub-slot? If so, you'll need to hold down the **L** or **R Button** to use it. (See p. 25.)
(4) Sometimes a pin will be temporarily stolen from you by Noise. Defeat the Noise that stole it to get it back.

Q I touched my recovery pin, but I'm still not healing! Why not?

A An enemy can interrupt the healing process by attacking you during the recovery animation.

COMBAT: SETTINGS

Q This is too complicated. I can't handle the top screen!

A Then don't! Try setting your partner to auto-play. Open the Phone Menu, then touch the panel next to the word **PARTNER** on the bottom screen. Slide up the list and select auto-play settings that work for you. (See p. 33.)

Q I can't win! Why are the enemies so hard?

A If you're having trouble, try adjusting the battle difficulty down to Easy. (See p.33)

Q Why would I want to lower my level?

A Facing enemies at a lower level makes them much more likely to drop pins. Additionally, the lowest level you defeat an enemy at will be recorded on the Noise Report. Plus, danger is fun!

SHOPPING

Q What's all this about abilities?

A As shop clerks warm up to you, they'll reveal more and more abilities, both for items on their shelves and in your wardrobe. Abilities grant you all kinds of invaluable bonuses during combat, and visiting shops is the only way to unlock them.

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WELCOME TO SHIBUYA (TOKYO, JAPAN)

Shibuya is real—one of Tokyo's three major subcenters, along with Shinjuku and Ikebukuro. From the statue of Hachiko that serves as its symbol to the tangle of streets and stores that call out to a sea of young people, Shibuya pulls together music, recreation, fashion, food, and sports from far and wide—from within Japan and beyond its borders—and spins the hordes of people and scores of ideas into a chaotic broadcast of culture.



① SCRAMBLE CROSSING

Shibuya's scramble crossing, the most famous of its kind in the world. The giant TV screens gracing the buildings are a sight to behold.



② STATUE OF HACHIKO, LOYAL DOG

A symbol of Shibuya located right by the station. Japanese know it as a popular meet-up spot.



③ 104 BUILDING

A hub for cutting-edge pop culture throughout Japan. TV soaps are often shot here, giving the place huge name recognition.



④ SHIBU DEPARTMENT STORE

An upscale department store just a skip away from Shibuya Station. Famous brand names dominate its floor space.



⑤ CADOI CITY

One of Japan's department store chains. While the focus is on fashion, they also sell furniture and jewelry.



⑥ TOWA RECORDS

A record store born in the US of A. Currently, the store's collaboration with the artist "CAT" is creating a buzz.



⑦ MIYASHITA PARK UNDERPASS

A tunnel beneath the Yamanote train line that circles central Tokyo. The graffiti inside never stays the same for long.



⑧ MIYASHITA PARK

A swath of precious green maintained by Shibuya's government. While a place of repose, the park is also beginning to show a slummiest side.



⑨ CAT STREET

A street lined with cafés, import furniture stores, and other classy establishments. Neighboring Harajuku Station might get you there quicker.



⑩ DOGENZAKA

A sloping street flanked by shops tending toward the eccentric. Once, this hill was a popular setting for novels.



⑪ A-EAST

One of Shibuya's shadier neighborhoods. The street winds past "live houses" (concert spaces) and gothic-lolita boutiques.



⑫ SHIBUKYU MAIN STORE

A department store that targets the family demographic. The secret of its popularity is a wide range of tenants.



⑬ CENTER STREET ENTRANCE

A stomping ground for Shibuya youth. In the 80s, it gave birth to the "Shibu-Kaji" (Shibuya Casual) fashion movement.



⑭ AMX

A major Japanese CD store on Center Street. Nearby you can find shoe stores, lingerie shops, and other clothing boutiques.



⑮ TIPSY TOSE HALL

A popular corner whose arcade and karaoke boxes draw crowds. There's even a store specializing in American comics.



⑯ SHIBU-Q HEADS

A chain store that sells pretty much anything, including seasonal and party goods as well as collector items. They even have a drugstore.



⑰ MOLCO

A series of department store buildings centered around teen and twenty-something fashion. Don't miss the exhibition space for a dose of pop culture.



⑱ SPAIN HILL

A narrow, Mediterranean street lined with eateries, bookshops, and more. As you climb the stone-paved steps, you'll want to veer off and explore.



⑲ WEST EXIT BUS TERMINAL

A terminal served by most Tokyo bus lines. Normally, this is your ticket all over the city.



⑳ STATION UNDERPASS

A tunnel beneath the train tracks. The eerie graffiti and gloomy atmosphere keep people away despite its proximity to the station.

Notes

WAT

Notes

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